



- Fully uncompressed high bit-depth media playback at 8K × 4K 60p 10-bit from a single server.
- 4-disk architecture.
- HDR and HFR ready.
- Complete disk redundancy option available.
- Raid7th (Patent Pending) ensures uninterrupted playback during disk failure, coupled with live hot-swap and automated data regeneration architecture.

Infinity pushes performance level to a new high. Our flagship server is fitted with the latest NVMe disk technology to deliver these benefits:.

Infinity servers are at the cutting-edge in uncompressed media-serving, offering passive and active stereo 3D, a full range of display-matching, interactivity and control features, as well as the potential for many video/audio outputs and huge internal/external storage capability. As our most powerful media server, Infinity has a vast range of hardware and software options, designed to meet the demands of some of the most prestigious displays in the world.

### Performance

- Ultra HD/4K/8K uncompressed playback
- Up to 8192 × 2160 120 fps, 16384 × 2160 60 fps or 8192 × 4320 60 fps uncompressed playback up to 6.5 GB/s
- Supports 1, 2, 3, 4 or 8 × 4K projectors from 1 server
- Fast workflow: copy on full resolution media and play immediately
- TGA or DPX native standard file format playback
- High bit-depth capable

### Interactivity and Control

- Multi-timeline capability and reserve (emergency) timeline
- ASCII text-based external control via TCP/UDP/RS232\*, plus internal macro scripting and Art-Net/DMX\* command value mapping
- User creation and customisation of simple web-based interface
- Remote preview of any server's playback output
- Browser-based interface for:
  - backup and restore
  - confidence monitoring
  - system-level status

### Display Matching

- Real-time warp and blend
- Camera-based auto-alignment (third-party providers)
- Full-dome mode for live events or planetaria
- Flat, curved, full dome, 3D mesh screen shapes plus passive or active stereo 3D
- Pixel-accurate synchronisation including full video genlock between servers
- 3D interactive mesh mode with multiple eyepoints and meshes for object / building mapping
- Overlap and underlap creation

\* Optional features may be dependent on available hardware interface in the Delta Media Server model and licence(s) purchased

Technical Specifications	
<b>Video output</b>	16 × HD-SDI outputs or 8 × 3G-SDI or 4, 6, 8, 12 × DP / DVI outputs with live EDID spoofing. Option of 12G-SDI (coax or SFP).
<b>Audio output</b>	32 channels per server. 8 × unbalanced analog (4 × 3.5 mm TRS mini jacks) <i>or</i> 8 channels balanced analog outputs, 16 channels CobraNet, 64 channels Dante, 16 channels AES.
<b>Internal storage</b>	Up to 28 TB.
<b>Live capture</b>	Many options, including 3G-SDI, HD-SDI, DisplayPort/DVI, or HDMI inputs (dual or single, slot dependent).
<b>Networking</b>	2 × 10 GbE RJ45 ports
<b>Front panel control</b>	Health status plus control over playback.
<b>External control</b>	Web control over EDID, playback plus user-created control web pages.
<b>Backup</b>	Backup media storage (spindle-based) option available. Backup OS or RAID 1 OS optionally available.
<b>Dimensions</b>	3RU: 133 × 483 × 603 mm (H × W × D)
<b>Weight</b>	21 kg
<b>Power supply</b>	110 VAC-220 VAC, 2.7-1.4 A (typical)
<b>Power</b>	300 W
<b>BTU rate</b>	1024

Technical specifications are subject to change without prior notice. Please check [www.7thsense.one](http://www.7thsense.one) for the latest information.

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